

a2
concl,
historical performance data;

a plurality of input controls for generating the control signals in response to movements by a user;

a non-volatile memory for storing the user personalized information; and

a receiver for receiving wireless transmissions from the video game processor, the received wireless transmissions including data to be stored in the non-volatile memory.

Sub. B3
a3
16. (Amended)

A method of operating an interactive video system, the method comprising [the steps of]:

activating a processing unit;

transmitting personalized information from a controller using wireless transmissions, the personalized identification information is selected from the group consisting of a user name, a user age, and historical performance data;

storing the personalized information in a memory of the processing unit;

transmitting updated personalized information from the processing unit to the controller using wireless transmissions; and

storing the updated personalized information in a memory of the controller.

a4
20. (Amended)

The method of claim 16 wherein the personalized information comprises a user age, further comprising [the step of] prohibiting operation of a video game based upon the user age.

Remarks

Change of Address

Applicant would like all future correspondence to be mailed to:

Russell D. Slifer

2725 Ewing Ave. S.

Minneapolis, MN 55416

Telephone Interview

Applicant thanks Examiner Clayton for the courtesy of a telephone interview on March 18, 1999. No agreement was reached and Applicant agreed to submit an amendment and response.

Rejection of Claims 1-4, 6, 9-12, 18 and 19 Under 35 U.S.C § 102(e)

Claims 1-4, 6, 9-12, 18 and 19 were rejected under 35 USC 102(e) as being anticipated by Comas et al. Applicant traverses this rejection in part.

The Comas reference teaches a gaming system which allows a person to use a paging device to play a game. The game is executed in the controller and administered at a remote location. The reference states that the controller 10 includes a ROM 23 which contains firmware needed to execute gaming information, see column 4 lines 17-24. Thus, the ROM does not store personal identification information corresponding to the user of the controller, as explained below. Ram 20 is used for the gaming information, see column 3 lines 60-66. As such, a remote game server 31 transmits game data to pagers to be played. The pagers transmit game instructions to the server so that other pagers can see updated information. Importantly, the Comas reference teaches that a user creates an account on a service provider such as America On-Line or CompuServe. The user then initiates a standard log on procedure. As known to those in the art, an account number and a password is used to log on to a service provider. The Examiner stated that the reference teaches the non-volatile memory for storing personalized information as block 45 of Figure 4. The specification at column 5, lines 4-7 states that block 45 is used for game information. This information is movements made by players and the status of each player (still-playing). There is no suggestion in the reference of personalized information. In addition, the Examiner stated that the "game grid includes graphic characterization as well as other information, such as personalized information, best scores, past scores and skill level". Applicant cannot locate this teaching in the reference and requests that the Examiner cite the location in the reference where this language can be found.

Applicant believes that the cited reference and the present invention are directed to different inventions. The Comas reference allows remote users to play a game using a common server. The game players log onto a service provider and execute a local game. The execution of this local game is transmitted to the service provider to allow the other players to participate. Applicant's invention is directed to providing a device that allows a controller to store, update

and transmit personal information about the user of the controller. The personal information allows the user to communicate with different processors, see page 5, line 26 to page 6, line 5. Further, the personal information comprises a user name, age, previous scores and current skill levels see page 5, lines 1-3.

Applicant does not believe that the cited references teach or suggest claim 16-19. Specifically, the references do not teach the personalized information or the method of updating the information. Applicant believes that the cited reference does not teach the basic elements which the claims are based on. The personalized information is a key factor to the present invention. While the cited reference could benefit from the present invention, it does not suggest it. The reference merely teaches a way in which multiple remote uses can interact with a server via pagers.

The present invention is centrally focussed on the type of information stored in the controller. This information is defined in the specification, and has been included in the independent claims. Again, the cited reference fails to teach this necessary element. Applicant requests that Examiner allow the claims.

CONCLUSION

Applicant believes the claims are in condition for allowance and requests reconsideration of the application and allowance of the claims. The Examiner is invited to telephone the below-signed attorney at 612-373-6965 to discuss any questions which may remain with respect to the present application.

Respectfully submitted,

Russell D. Slifer
2725 Ewing Ave. S.
Minneapolis, MN 55416
(612) 373-6909

Date

6/9/99

By



Russell D. Slifer
Reg. No. 39,838

I hereby certify that this correspondence is being deposited with the United States Postal Service as first class mail in an envelope addressed to Assistant Commissioner of Patents, Washington, D.C. 20231 on June 9, 1999.

Name

Russell Slifer

Signature

